AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions of claims in the application:

Listing of Claims:

1. (Currently amended) A system for building a software system, the building system comprising:

a plurality of build machines to build the software system by generating build files, each of the build files stored locally on the build machine that generates the build file, at least two of the plurality of build machines executing on separate computers;

a first component for building a list of file names of <u>one or more published build</u> files to be shared by [[a]] at least some of the plurality of build machines employed in building the software system; and

a second component for distributing to one or more the at least some of the plurality of build machines the one or more published build files[[,]] identified in the list of file names, wherein, upon receiving the one or more build files identified in the list of files names, that are to be stored persistently by the one or more the at least some of the plurality of build machines store the one or more build files identified in the list of file names locally and wherein the first and second components are stored on computer-readable media.

- 2. (Cancelled).
- 3. (Currently amended) The system of claim 1, wherein the first component[[,]] and the second component and the one or more build machines execute on a plurality of computers.
- 4. (Currently amended) The system of claim 1, wherein each of the first component [[,]] and the second component and the one or more build-machines execute on separate computers.
- 5-7. (Cancelled).

- 8. (Currently amended) The system of claim 1, wherein the list of published file names of the one or more build files is a list of pathnames.
- 9. (Currently amended) The system of claim 1, wherein the second component initiates file transfers within the system for building [[a]]the software system.
- 10. (Cancelled).
- 11. (Currently amended) The system of claim 1, wherein a process other than the first component, the second component or the one or more plurality of build machines initiates file transfers within the system for building a software system.
- 12. (Currently amended) The system of claim 1, wherein the first component builds a list of updates to <u>build</u> files to be shared <u>by at least some of</u> the plurality of build machines and the second component distributes <u>the updates</u> to one or more of the <u>plurality of build machines</u> updates to one or more files that are stored persistently by the one or more build machines.
- 13. (Original) The system of claim 1, further comprising a first data structure for storing the list of published file names.
- 14. (Original) The system of claim 13, wherein the data structure is a hash.
- 15. (Currently amended) A system for building a software system employing a plurality of build machines, the building system comprising:

a plurality of build machines employed to build the software system, the plurality of build machines generating and storing locally build files to be published, at least two of the plurality of build machines executing on different computers; and

a component for to broadcast[[ing]] to one or more of the <u>plurality of build machines</u> one or more at least one of the published build files to be <u>published</u> that are stored persistently by a set of the one or more of build machines; and

a component for to selectively receive[[ing]] and store[[ing]] persistently one or more of

the broadcast published build files, wherein an instance of both of the components is executing on each of the plurality of build machines and wherein the components are stored on computer-readable media.

16-18. (Cancelled).

19. (Currently amended) A method for building a software system comprising:

collecting from one or more of a plurality of build machines[[,]] one or more file names
corresponding to [[the]] one or more build files stored physically on the one or more of the
plurality of build machines, at least two of the plurality of build machines operating on distinct
computers;

determining which of the one or more build files the one or more build machines are to

be sen[[d]]t to a post build machine and are to be received from the post build machine;

persistently storing the one or more build files on the one or more build machines;

sending to the one or more at least one of the plurality of build machines a list of file

names of one or more build files to be sent to the post build machine;

determining which of the one or more build files the one or more build machine;

to receive from the post build machine;

sending to the one or more at least some of the plurality of build machines a list of file names of one or more build files to be received from the post build machine distributing the one or more build files to the one or more build machines; and persistently storing the one or more build files distributed to the one or more build machines.

20. (Currently amended) A computer-readable medium having stored thereon computer-executable instructions comprising:

collecting from one or more of a plurality of build machines[[,]] one or more file names corresponding to the one or more build files generated on the one or more of the plurality of build machines, each build file stored physically on the build machine that the build file was generated on, at least two of the plurality of build machines operating on different computers;

determining which of the one or more build files the one or more build machines are to be sen[[d]]t to a post build machine;

persistently storing the one or more build files on the one or more build machines; sending to the one or more at least one build machine[[s]] a list of file names of build files to be sent to the post build machine;

sending the one or more build files identified in the list of file names of build files to the post build machine;

determining which of the one or more build files the one or more build machines are to receive from the post build machine;

sending to the one or more build machines a list of file names of build files to be received from the post build machine;

distributing one or more build files to the one or more build machines; and

persistently storing the one or more build files distributed to the one or more build machines.

21-23. (Cancelled).

24. (Currently amended) A computer-readable medium having stored thereon computer-executable instructions comprising:

collecting one or more build files from at least one or more of a plurality of build machines, at least two of the plurality of build machines physically distinct from each other;

distributing the one or more build files to at least some of the one or more plurality of build machines according to a list compiled by a build manager;

determining which of the transmitted build files to store persistently; and persistently storing one or more of the transmitted distributed files locally on the at least some of the plurality of build machines that received the one or more build files.

25. (Currently amended) A system for building a software system comprising: means for collecting from one or more of a plurality of build machines[[,]] one or more file names corresponding to [[the]] one or more build files to be used to build the software system, each of the build files stored persistently locally on the build machine that the build file

was created on, at least two of the plurality of build machines separate but networked together;

means for determining which of the one or more build files the one or more of a plurality of build machines are to send to a post build machine;

means for sending the one or more build files to the post build machine;

means for determining which of the one or more build files the one or more of a plurality of build machines are to receive from the post build machine;

means for sending to the one or more build machines a list of file names of build files to be sent to and received from the one or more build post build machine[[s]] and the build files to be received from the one or more build machines;

means for distributing one or more build files to the one or more build machines; and means for persistently storing one or more build files distributed to the one or more build machines.

26-35. (Cancelled)